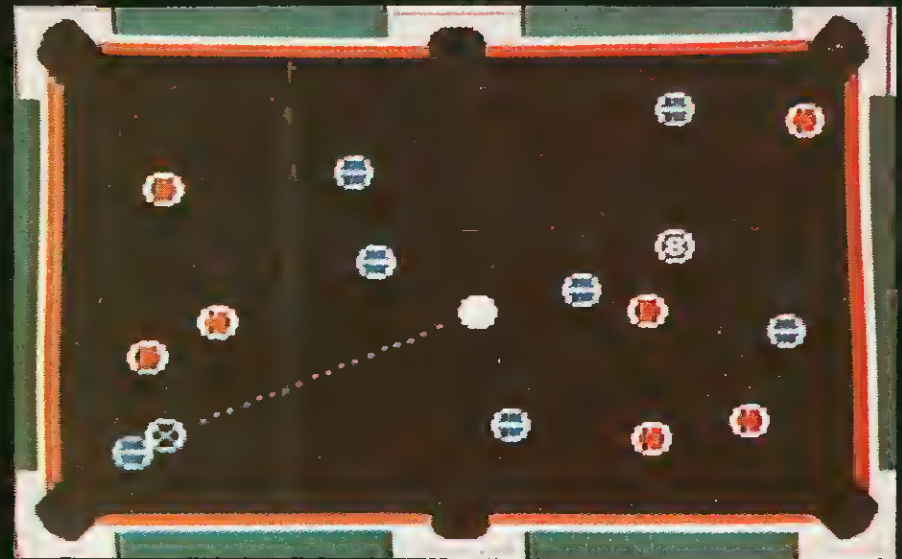


# POOL 1.5



*PRESENTED BY  
INNOVATIVE DESIGN SOFTWARE, INC.*

*The first HIRES Pool Table  
Simulation ever offered for the APPLE.*

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Published by IDSI  
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## **SECTION I. INTRODUCTION**

Welcome to pool. Many months of sophisticated machine language graphics programming have gone into making this one of the finest HIRES animated graphics games ever written for the Apple II. IDSI is dedicated to bringing you the best in Apple II software. We hope you enjoy POOL 1.5.

## **SECTION II. HARDWARE**

The diskette provided will boot on any Apple II system with 48K of RAM. It will also run on the Apple II Language System. In addition you will need two standard game paddles. POOL 1.5 was designed to run on either a color or black and white video display.

## **SECTION III. LOADING & GETTING STARTED**

Boot the POOL 1.5 diskette in the usual manner. When the program has been loaded, the pool table will come up on the screen and will ask:

### **HOW MANY FOR POOL (1-4)?**

From this point on, there will be no more disk access. Do not hit RESET, or you will reboot the disk.

You may enter the "Demo" mode here simply by pressing "D". To leave the Demo mode, press "ESC".

At this point you should decide the order of play, for the program will cycle through the players in the order in which they are entered.

Now enter a number from 1 to 4 and give the names of the player(s). (The program will alternate between the paddles, so that if there are four players, two will use PDL(O) and two will use PDL(1).

Game selection. You can choose from four games:

- |               |                  |
|---------------|------------------|
| 1. Eight ball | 3. Straight Pool |
| 2. Rotation   | 4. Nine ball.    |

If you are not familiar with the rules for these games, they will be discussed a little later. For now, Straight Pool is recommended as the easiest to learn with.

## **SECTION IV. FIRST BREAK**

### **POSITIONING THE BALL**

The player who goes first will be offered the chance to position the cue ball (the white one). This is the ball you will shoot with. Positioning is done as follows:

1. The paddle controls direction of movement.
2. The button causes movement in direction chosen by paddle.
3. The space bar exits position mode.

Note the projected dotted line emanating from the cue ball. (The "ghost ball" at the end of the aiming line is discussed below.) This is the cue for aiming; it tells which direction the ball will go for positioning and shooting.

You have control over the following parameters:

1. AIM
2. SPEED
3. ENGLISH

These are cycled through by striking the space bar. The active parameter will flash.

### **AIMING THE CUE BALL**

You start in AIM mode and aim by rotating the paddle. There are 64 directions available here, and the aiming line will show where the cue ball will go if shot. Sometimes there isn't enough room between balls to show the aiming line and the ghost ball, so you will see a "+" mark instead. The purpose of the "ghost ball" at the end of the aiming line is to project how the cue ball will strike the target ball. Seeing the geometry of the projected moment of impact will help you decide how to aim.

### **SPEED OF THE CUE BALL**

Striking the space bar now will put you in SPEED selection. Rotate your paddle to select a speed from 1 to 8. Speed 1 is a nudge, speed 8 is a very strong hit, the kind that often results in balls on the floor in real pool.

### **ENGLISH**

Another strike of the space bar gives you a chance to add ENGLISH to the shot. The sense of the ENGLISH is where you strike the ball. For example, top left ENGLISH would be equivalent to striking the cue ball on the top, near the left, as seen from behind the ball.

### **SHOOTING**

Of course, if you like all the values already displayed, you may shoot at any time by pressing the paddle button.

### **SCRATCHING**

If you pocket the cue ball, it is called a scratch. POOL 1.5 will allow the re-positioning of the cue ball anywhere on the table, but if it is placed (in violation) inside the head line, there will be a beeping sound as a warning of the violation.

## SECTION V. COMMANDS

There are commands that control the game and make it more fun. These are single letter keys struck from the keyboard during the game without a RETURN. They are:

A = AIM

Toggles between coarse aim (64 directions in 360 deg) and fine aim (plus or minus 16 finer directions from the last coarse position). Note that in going to fine aim, the direction line will jump slightly forcing you to re-aim. Thus, it doesn't pay to get too finicky in coarse aim unless you like to shoot from coarse aim.

B = BEGIN

Allows you to play the same game again, play a different game, or select new players. This key MUST be used in order to begin a new game after any game has ended.

C = COLOR

Toggles between colored balls or numbered balls. This can only be done when the table is visible. Some games, like rotation, require seeing the numbers. For other games, where the numbers are not important, you may prefer seeing the balls in color.

ESC = SCORE

Pressing the "ESC" Key will display the scoreboard. Pressing the "ESC" again, will return you to the game. This display contains game totals, player's names, and a summary of commands.

F = FRICTION

Determines the rate at which the balls decelerate. FRICTION = 1 would be like playing on a table with no cloth. FRICTION = 3 is normal. FRICTION = 5 causes a severe deceleration.

M = MOTION

Determines the speed of the action. It is fast, normal, or slow motion and is independent of the friction value. Think of it as a clock that determines how fast things happen, but not how they happen. The ball interaction and physics remain the same. This can be changed at anytime.

N = NEXT PLAYER

This is used to skip a player's turn if he relinquishes his turn either by the rules or voluntarily. The option to reposition the cue ball is offered.

R = REPLAY

Repositions all the balls to just before the last shot and allows a replay of the shot.

\*If you want an exact re-enactment of the shot, do not alter the paddle position. Merely press the button to replay the shot.

\*If you want, for example, a slow motion replay, press in sequence:

M,2,R, (button)

\*If you want, for example, a fast motion replay, press in sequence

M,5,R, (button)

T = TERMINATE

This key stops all action and stops the balls at the point where they are when the key is pressed. They loose all energy of motion. Control is returned to the same player.

## **SECTION VI. BALL PHYSICS**

The simulated motion of the balls has been made very realistic. Some examples are:

**Bowling ball effect.** When a moving ball strikes a stationary ball of the same mass with no ENGLISH, all the energy is transferred to the ball at rest. This can happen if a cue ball strikes several balls in a line which are touching. Only the ball on the far end leaves.

**Pocket bounce.** It is possible in real Pool to have a ball strike a pocket slightly off-center and bounce back out. This can also happen in POOL 1.5. A ball can also strike a corner pocket parallel to a bumper and bounce back out. Replaying the same shot (via the "R" key) at a lower speed may allow the ball to be sunk.

**Warning:** Generally, if you can send the aiming line between two balls, the cue ball will make it through. Very rarely, in a tight situation, the cue ball may interact with one of the balls as it grazes it.

## **SECTION VII. DESCRIPTION OF GAMES**

For those not familiar with the different games of Pool, a short description follows. POOL 1.5 supervises these games and, to a minimum extent only, enforces basic rules. This is to allow some variation for personal preference.

### **Straight Pool**

Turns rotate among the players until all the balls are sunk. As long as a player sinks a ball, he may continue to shoot. On the first miss or after a scratch, the next player's turn comes up.

After all balls are sunk, the player(s) having sunk the most balls wins the "game". Play can continue by pressing the "B" key. The last person to sink a ball will break the new rack. You'll have to decide ahead of time how many games wins the match.

### **Rotation**

The lowest numbered ball on the table must be struck first by the cue ball. This is, the next ball in numerical order is the "object ball."

If you strike the object ball first, you get points for all balls pocketed regardless of pocketing the object ball. The number of points earned is the sum of the numbers on the balls sunk. A miss (failure to pocket a ball) or a failure to hit the object ball first retires that player from the inning and the turn is passed to the next player. If balls are pocketed illegally, the program will provide a chance to return them to the table.

Each game is won by the player having the most points.

### **Eight Ball**

If the first player to shoot pockets any ball on the break, his group of "high balls" (9-ball through 15 ball) or "low balls" (1-ball through 7 ball) is determined by the number on the 1st ball sunk. He must then pocket all balls in his group before he is entitled to shoot at the eight ball. If the break is unsuccessful, the next players have high or low choice until the first ball is sunk.

A player's turn continues as long as he sinks one or more balls from his group.

When all the balls in his group have been legally pocketed, the players may shoot at the eight ball. While shooting at the eight ball, the player loses if he scratches.

The player also loses at any time if he sinks the 8-ball before the others in his group.

### **Nine ball**

Nine ball is very similar to Rotation. However only nine balls are used and one point is scored each time the nine ball is sunk. When this happens, the nine ball will be automatically returned to the table. All other rules of rotation apply.

## SECTION VIII. GLOSSARY

### **Bank Shot**

To drive the cue ball into a cushion before it strikes the object ball.

### **Head Line**

As you look at the pool table on the Video Display, the Head Line is an imaginary line 1/4 of the way from the right side of the table.

### **Inning**

One turn at the table.

### **Miss**

Failure to score, or pocket a ball.

### **Object Ball**

The next ball on which attention is focussed; the ball that must be shot next.

## SECTION IX. A SIMPLE EXAMPLE

- 1ST. BOOT POOL 1.5 DISKETTE
- 2ND. ANSWER THE QUESTION:  
"HOW MANY FOR POOL (1-4)?"  
WITH A "1".
- 3RD. ENTER YOUR NAME.
- 4TH. ANSWER THE QUESTION:  
"PLEASE SELECT GAME (1-4)"  
WITH A "3".
- 5TH. ROTATE PDL (0) TO AIM CUE BALL. HOLD BUTTON DOWN TO POSITION CUE BALL.
- 6TH. PRESS SPACE BAR.
- 7TH. ROTATE PDL (O) TO AIM.
- 8TH. PRESS BUTTON TO SHOOT.
- 9TH. AFTER THIS YOU MAY MERELY REPEAT STEPS 7 AND 8.
- 10TH. IF YOU SCRATCH, REPEAT STEPS 5 THROUGH 8.

## **SECTION X. SUGGESTIONS**

IDSi welcomes any comments or suggestions which may help us improve the quality of this product.

Please send responses to:

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P.O. BOX 1658  
Las Cruces, NM 88004

## **SECTION XI. WARRANTY**

IDSi makes no warranties regarding POOL 1.5, its suitability or fitness for any purpose. The user shall be the sole determiner of the suitability of this program for any purpose. IDSi assumes no responsibility for financial loss of any kind resulting from the use of this program. POOL 1.5 is restricted to private, non commercial use. All commercial rights are reserved.

IDSi warrants that the diskette supplied with POOL 1.5 shall be free from manufacturer's defects for 30 days after purchase. Defective diskettes will be replaced for \$5.00 if returned within the warranty period. After such time, diskettes will be replaced for \$10.00.